FIG. 1

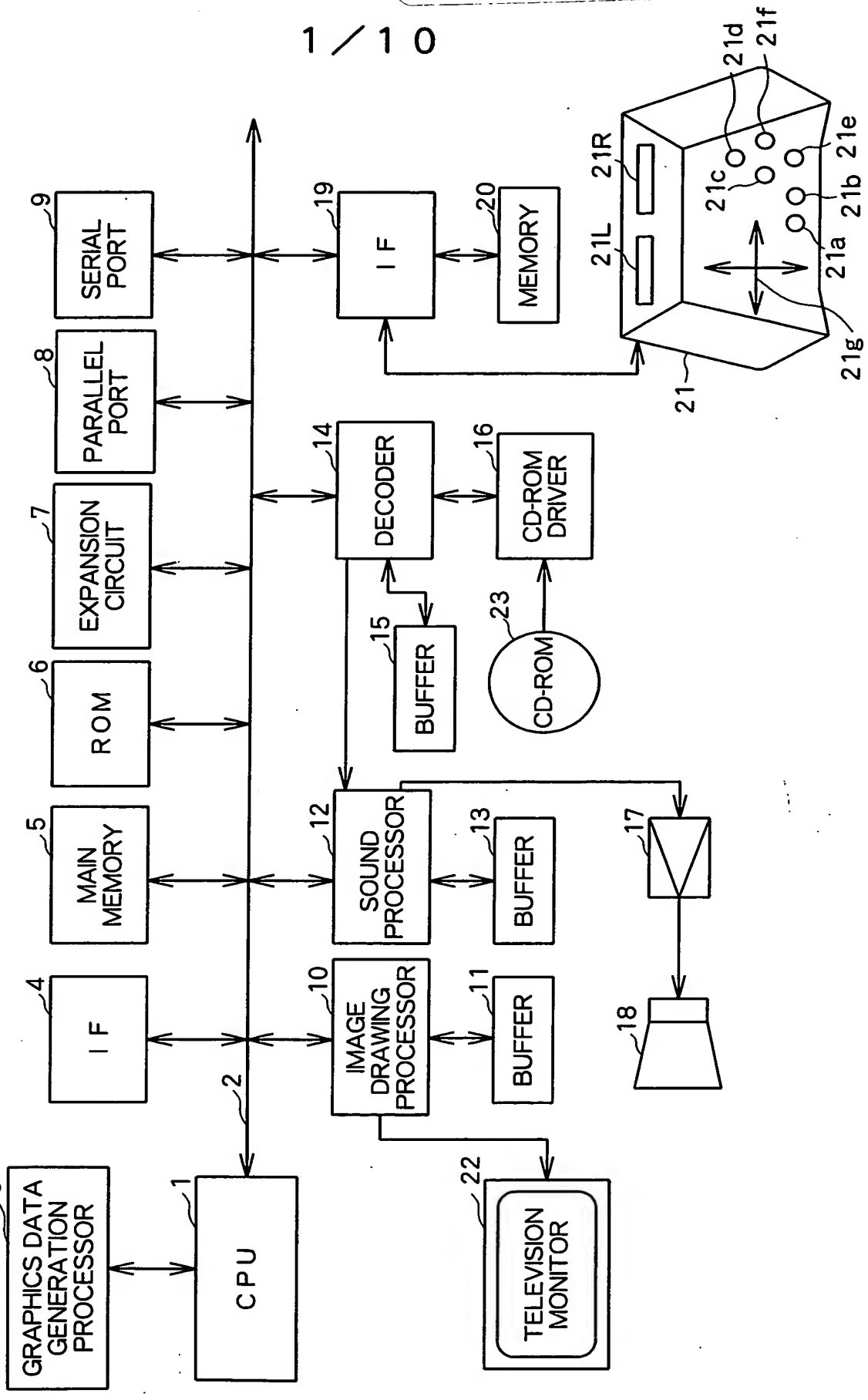

CPU
1
ROM
6
RAM
5
I F
4
2
GRAPHICS DATA GENERATION PROCESSOR
3
SERIAL PORT
9
PARALLEL PORT
8
EXPANSION CIRCUIT
7
I F
19
MEMORY
20
DECODER
14
CD-ROM DRIVER
16
BUFFER
15
CD-ROM
23
SOUND PROCESSOR
12
BUFFER
13
IMAGE DRAWING PROCESSOR
10
BUFFER
11
TELEVISION MONITOR
22
17
18
21
21R
21L
21a
21b
21c
21d
21e
21f
21g

FIG. 2

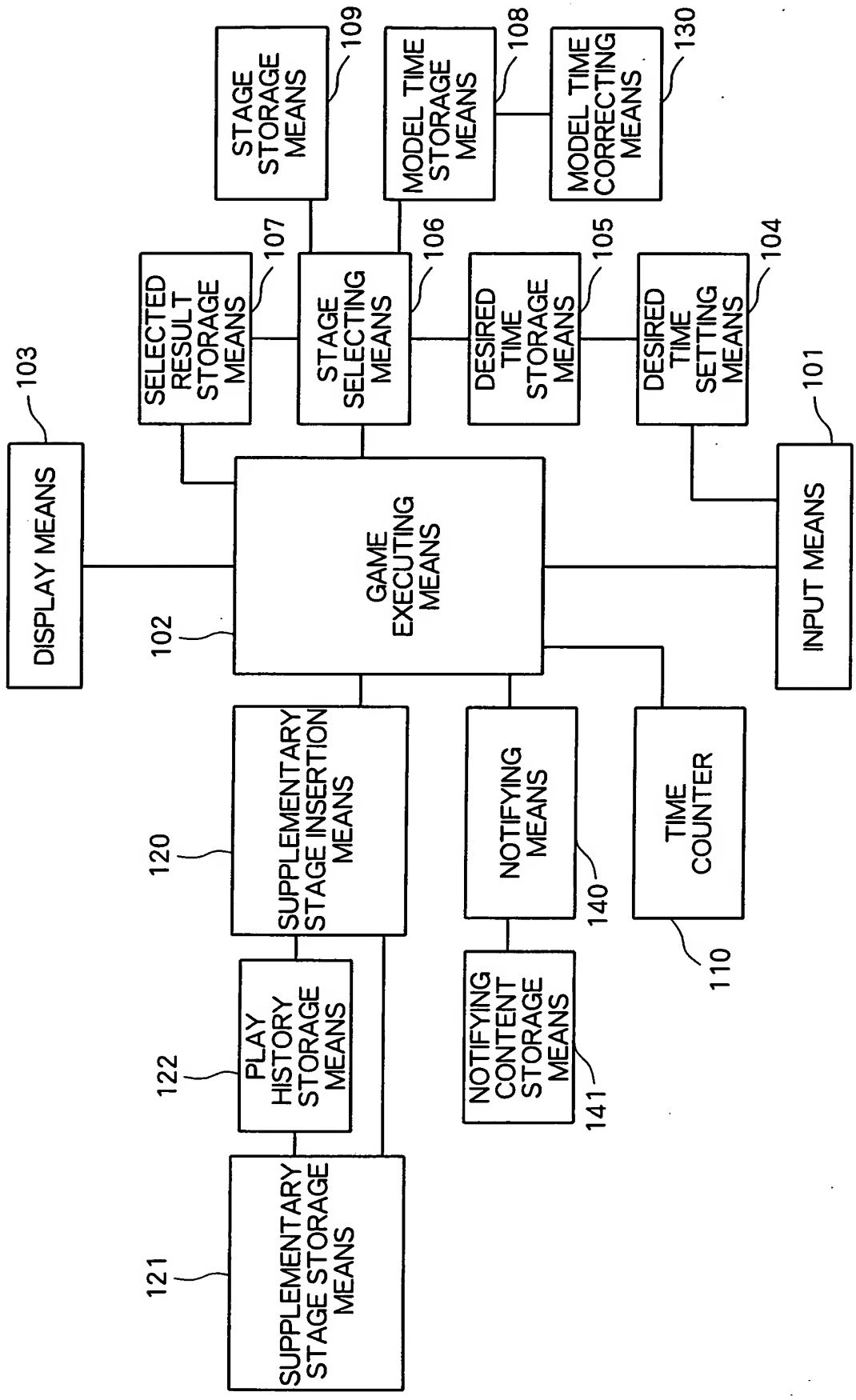

DISPLAY MEANS
103
GAME EXECUTING MEANS
102
INPUT MEANS
101
SELECTED RESULT STORAGE MEANS
107
STAGE SELECTING MEANS
106
DESIRED TIME STORAGE MEANS
105
DESIRED TIME SETTING MEANS
104
STAGE STORAGE MEANS
109
MODEL TIME STORAGE MEANS
108
MODEL TIME CORRECTING MEANS
130
SUPPLEMENTARY STAGE INSERTION MEANS
120
PLAY HISTORY STORAGE MEANS
122
SUPPLEMENTARY STAGE STORAGE MEANS
121
NOTIFYING MEANS
140
NOTIFYING CONTENT STORAGE MEANS
141
TIME COUNTER
110

FIG. 3

DESIRED TIME 120 MINUTES

STAGE	MODEL TIME	SELECTION
STAGE A	30 MINUTES	SELECTION (30 MINUTES)
STAGE B	40 MINUTES	
STAGE C	10 MINUTES	SELECTION (10 MINUTES)
STAGE D	20 MINUTES	
STAGE E	30 MINUTES	SELECTION (30 MINUTES)
STAGE F	20 MINUTES	SELECTION (20 MINUTES)
STAGE G	30 MINUTES	
STAGE H	30 MINUTES	
STAGE I	30 MINUTES	SELECTION (30 MINUTES)
TOTAL TIME	240 MINUTES	120 MINUTES

FIG. 4

DESIRED TIME 120 MINUTES

STAGE	MODEL TIME	IMPORTANCE FLAG	SELECTION
STAGE A	30 MINUTES	IMPORTANT	PREFERENTIALLY SELECT (30 MINUTES)
STAGE B	40 MINUTES		
STAGE C	10 MINUTES		SELECT AT RANDOM (10 MINUTES)
STAGE D	20 MINUTES		
STAGE E	30 MINUTES	IMPORTANT	PREFERENTIALLY SELECT (30 MINUTES)
STAGE F	20 MINUTES		SELECT AT RANDOM (20 MINUTES)
STAGE G	30 MINUTES		
STAGE H	30 MINUTES		
STAGE I	30 MINUTES	IMPORTANT	PREFERENTIALLY SELECT (30 MINUTES)
TOTAL TIME	240 MINUTES		120 MINUTES

FIG. 5

DESIRED TIME 120 MINUTES

STAGE	MODEL TIME	SELECTION (MINUTE)	SUPPLEMENTARY STAGE
STAGEA	30 MINUTES	SELECTION (30 MINUTES)	
STAGEB	40 MINUTES		INSERT SUPPLEMENTARY STAGE b
STAGEC	10 MINUTES	SELECTION (10 MINUTES)	
STAGED	20 MINUTES		INSERT SUPPLEMENTARY STAGE d
STAGEE	30 MINUTES	SELECTION (30 MINUTES)	
STAGEF	20 MINUTES	SELECTION (20 MINUTES)	
STAGEG	30 MINUTES		INSERT SUPPLEMENTARY STAGE g
STAGEH	30 MINUTES		INSERT SUPPLEMENTARY STAGE h
STAGE I	30 MINUTES	SELECTION (30 MINUTES)	
TOTAL TIME	240 MINUTES	120 MINUTES	

FIG. 6

DESIRED TIME 120 MINUTES

STAGE	MODEL TIME	INITIAL SELECTION	STAGE CLEARING TIME	RESELECTION AT FINISHING TIME OF STAGE A
STAGEA	30 MINUTES	SELECTION (30 MINUTES)	50 MINUTES	ALREADY CLEARED (50 MINUTES)
STAGEB	40 MINUTES			
STAGEC	10 MINUTES	SELECTION (10 MINUTES)		RESELECTION (10 MINUTES)
STAGED	20 MINUTES			
STAGEE	30 MINUTES	SELECTION (30 MINUTES)		RESELECTION (30 MINUTES)
STAGEF	20 MINUTES	SELECTION (20 MINUTES)		
STAGEG	30 MINUTES			
STAGEH	30 MINUTES			
STAGE I	30 MINUTES	SELECTION (30 MINUTES)		RESELECTION (30 MINUTES)
TOTAL TIME	240 MINUTES	120 MINUTES		120 MINUTES

FIG. 7

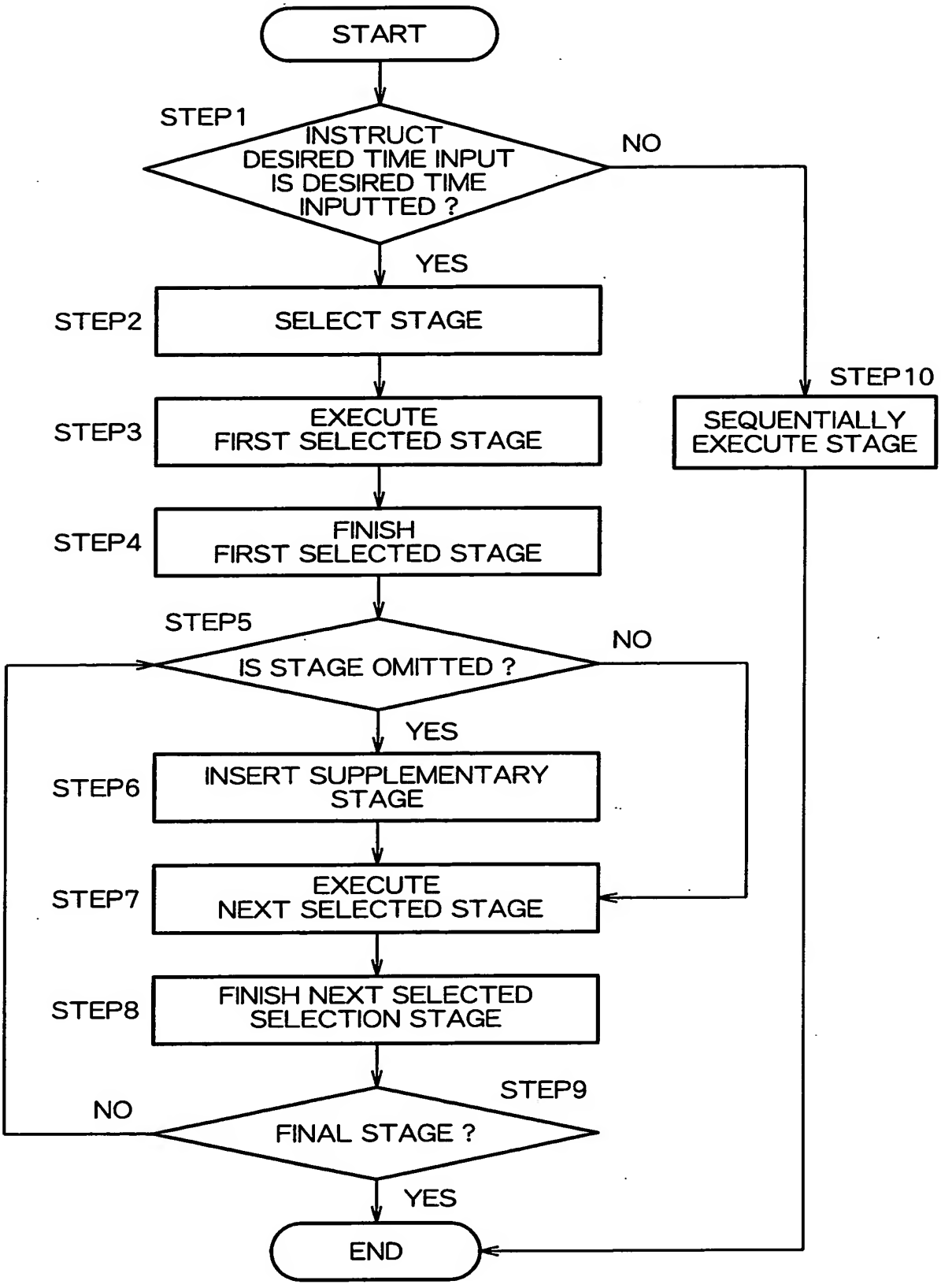
DESIRED TIME 120 MINUTES

STAGE	MODEL TIME	INITIAL SELECTION	STAGE CLEARING TIME (RATIO)	MODEL TIME CORRECTED IN ACCORDANCE WITH THE RATIO	RESELECTION AFTER CORRECTION
STAGEA	30 MINUTES	SELECTION (30 MINUTES)	15 MINUTES (50%)	(15 MINUTES)	ALREADY CLEARED (15 MINUTES)
STAGEB	40 MINUTES			20 MINUTES	RESELECTION (20 MINUTES)
STAGEC	10 MINUTES	SELECTION (10 MINUTES)		5 MINUTES	RESELECTION (5 MINUTES)
STAGED	20 MINUTES			10 MINUTES	RESELECTION (10 MINUTES)
STAGEE	30 MINUTES	SELECTION (30 MINUTES)		15 MINUTES	RESELECTION (15 MINUTES)
STAGEF	20 MINUTES	SELECTION (20 MINUTES)		10 MINUTES	RESELECTION (10 MINUTES)
STAGEG	30 MINUTES			15 MINUTES	RESELECTION (15 MINUTES)
STAGEH	30 MINUTES			15 MINUTES	RESELECTION (15 MINUTES)
STAGE I	30 MINUTES	SELECTION (30 MINUTES)		15 MINUTES	RESELECTION (15 MINUTES)
TOTAL TIME	240 MINUTES	120 MINUTES			120 MINUTES

Jun AOKI
TARGET TIME SETTING GAME SYSTEM...
Alan J. Kasper
202-293-7060
December 8, 2004
5 of 10
10/517829
Q80294

10/517829 Q80294
Jun AOKI
TARGET TIME SETTING GAME SYSTEM...
Alan J. Kasper 202-293-7060
December 8, 2004
6 of 10

FIG. 8



10/517829
Jun AOKI
TARGET TIME SETTING GAME SYSTEM...
Alan J. Kasper
December 9, 2004
7 of 10
Q80294
202-293-7060

FIG. 9

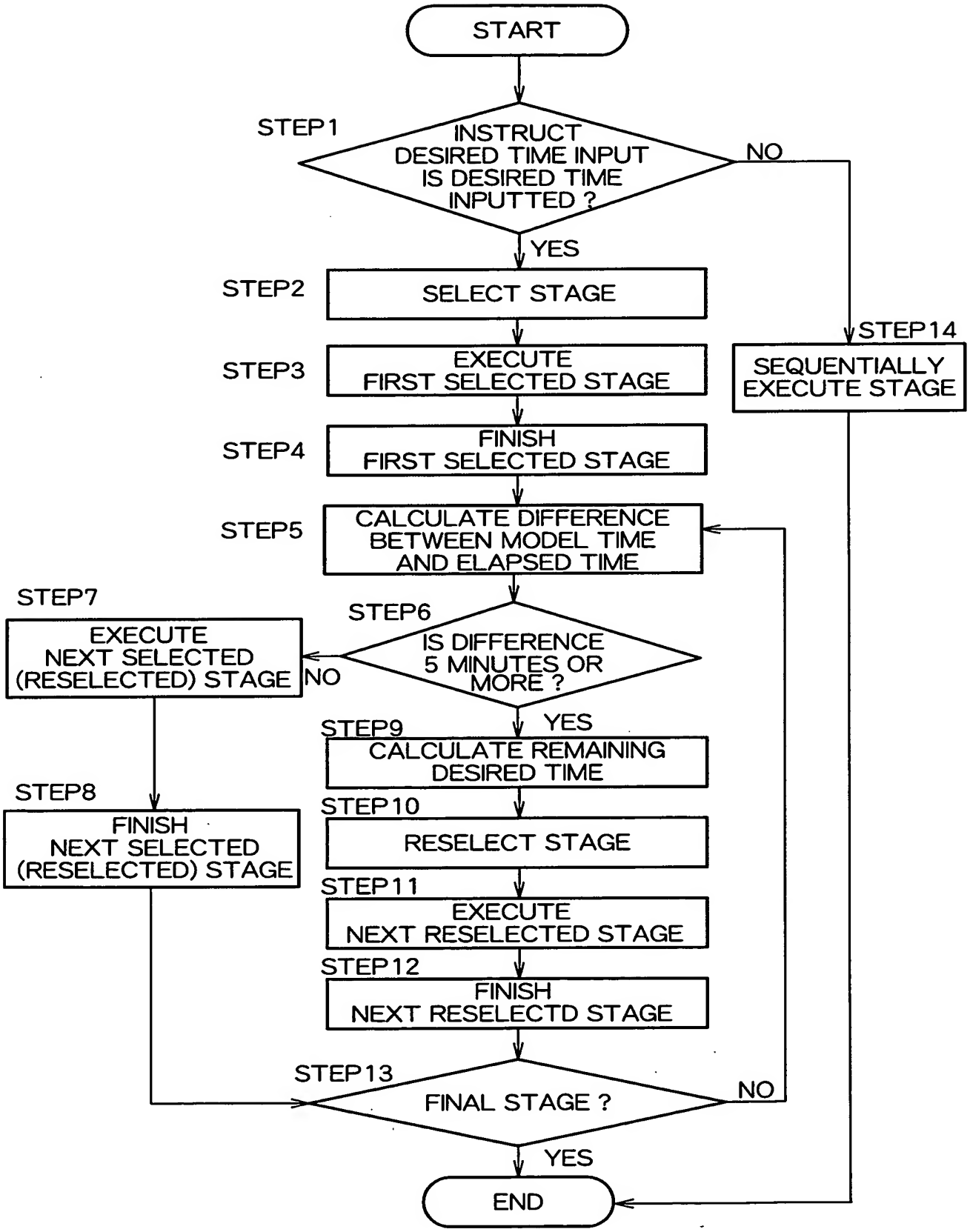
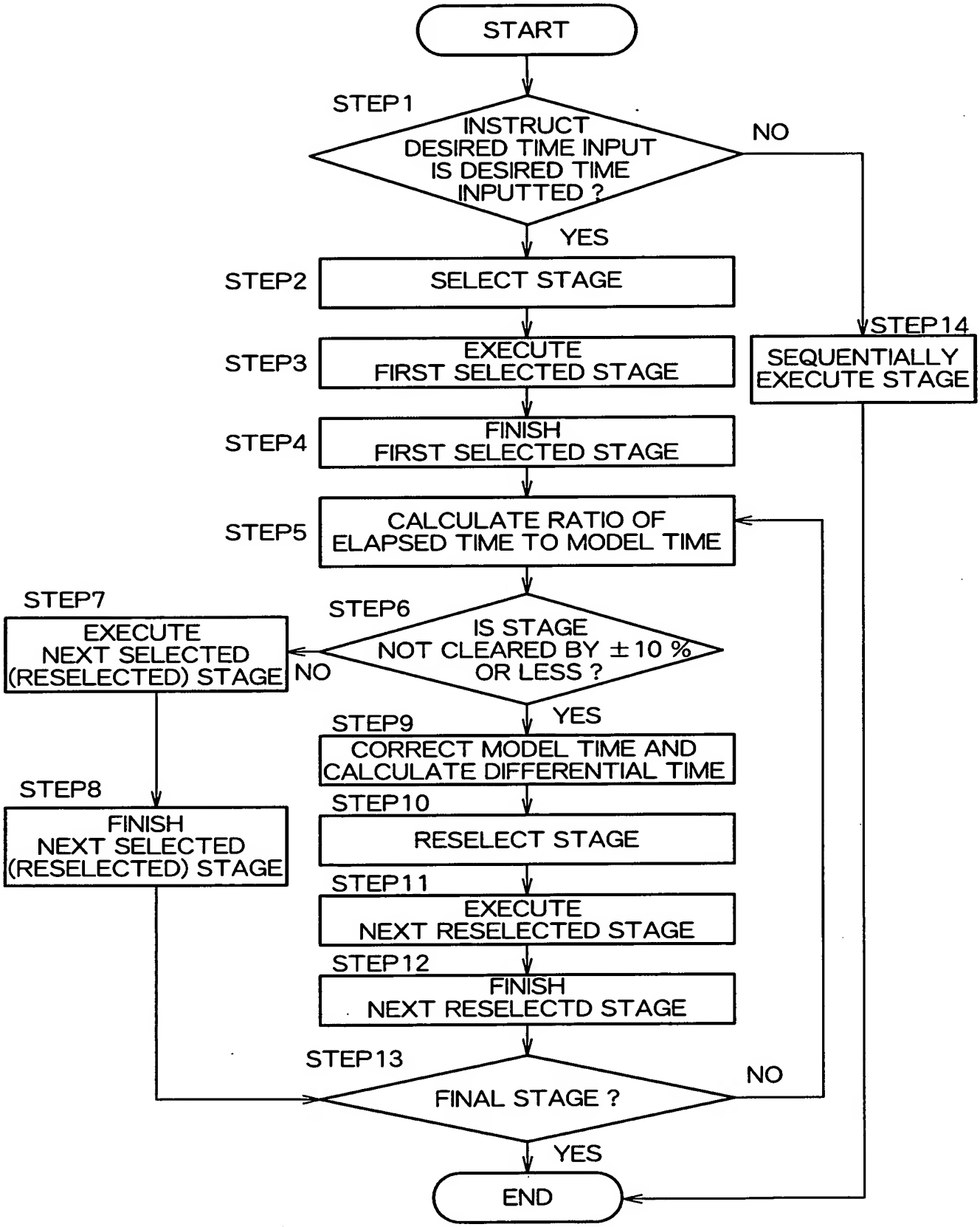


FIG. 10


START
STEP1
INSTRUCT DESIRED TIME INPUT IS DESIRED TIME INPUTTED ?
NO
YES
STEP2
SELECT STAGE
STEP3
EXECUTE FIRST SELECTED STAGE
STEP4
FINISH FIRST SELECTED STAGE
STEP5
CALCULATE RATIO OF ELAPSED TIME TO MODEL TIME
STEP6
IS STAGE NOT CLEARED BY ±10 % OR LESS ?
NO
YES
STEP7
EXECUTE NEXT SELECTED (RESELECTED) STAGE
STEP8
FINISH NEXT SELECTED (RESELECTED) STAGE
STEP9
CORRECT MODEL TIME AND CALCULATE DIFFERENTIAL TIME
STEP10
RESELECT STAGE
STEP11
EXECUTE NEXT RESELECTED STAGE
STEP12
FINISH NEXT RESELECTD STAGE
STEP13
FINAL STAGE ?
NO
YES
END
STEP14
SEQUENTIALLY EXECUTE STAGE

10/517829
Jun AOKI
TARGET TIME SETTING GAME SYSTEM...
Alan J. Kasper
December 9, 2004
9 of 10
Q80294
202-293-7060

FIG. 11

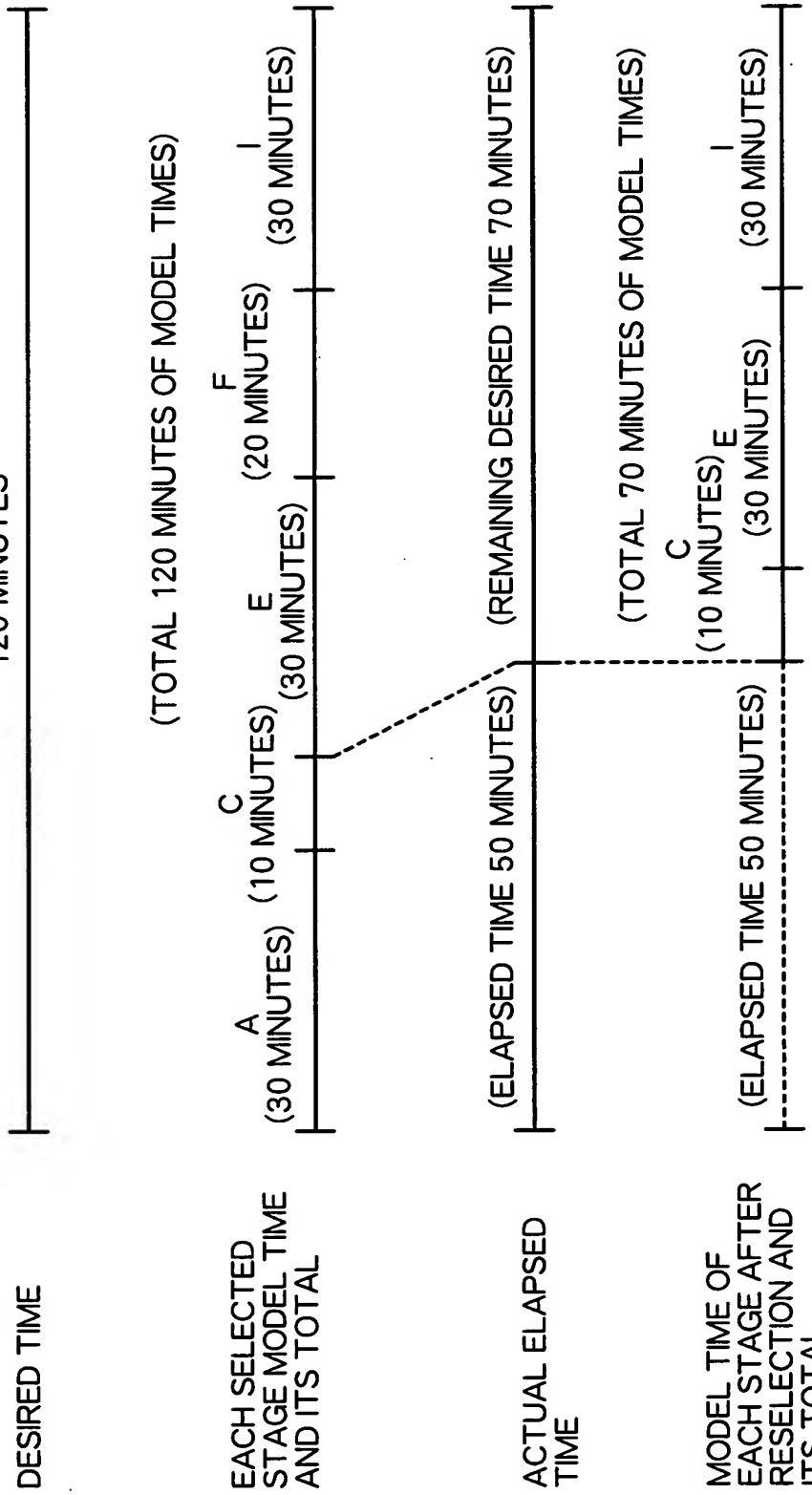
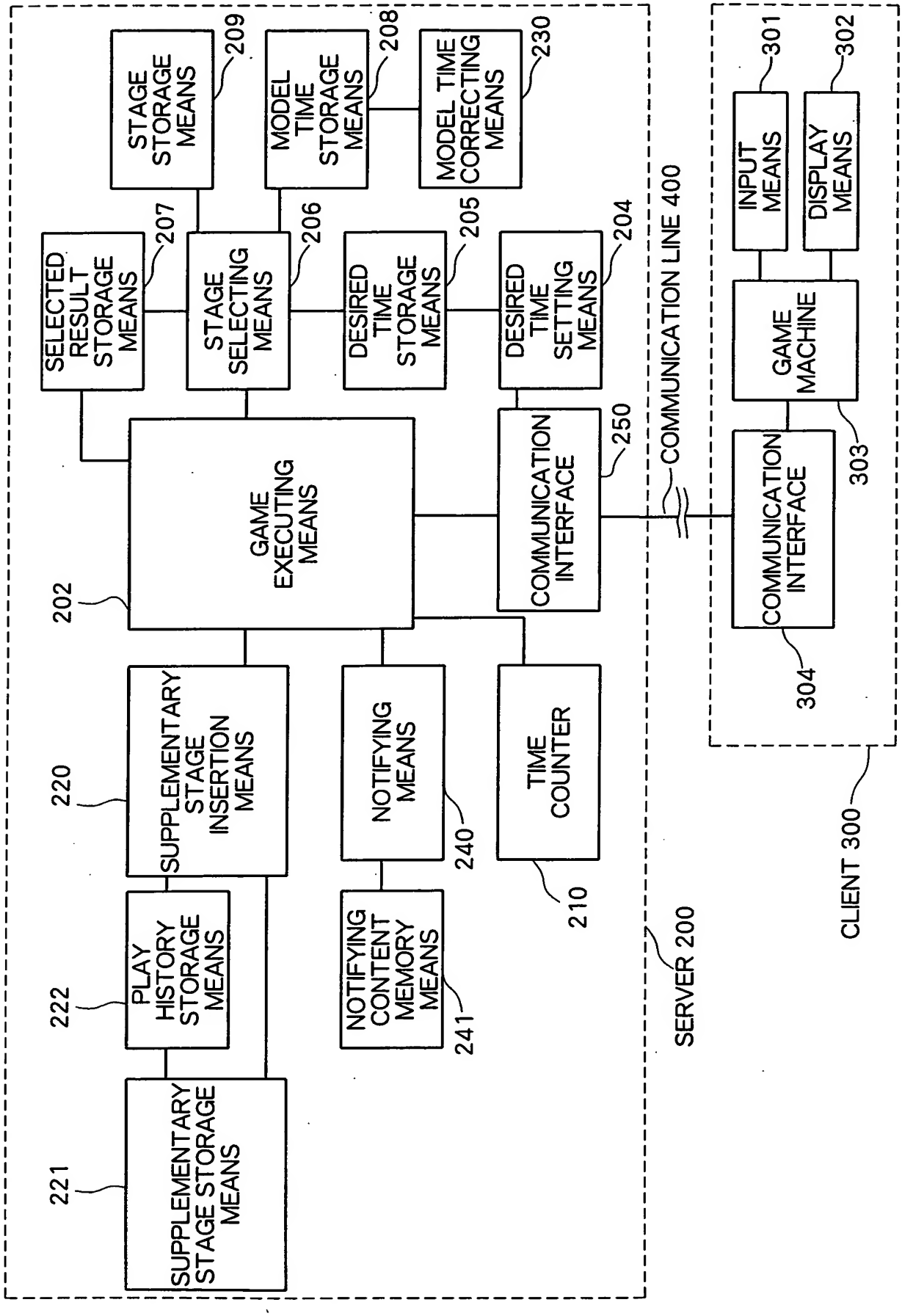


FIG. 12


SERVER 200
CLIENT 300
COMMUNICATION LINE 400
GAME EXECUTING MEANS
202
STAGE STORAGE MEANS
209
MODEL TIME STORAGE MEANS
208
MODEL TIME CORRECTING MEANS
230
SELECTED RESULT STORAGE MEANS
207
STAGE SELECTING MEANS
206
DESIRED TIME STORAGE MEANS
205
DESIRED TIME SETTING MEANS
204
COMMUNICATION INTERFACE
250
SUPPLEMENTARY STAGE INSERTION MEANS
220
NOTIFYING MEANS
240
TIME COUNTER
210
PLAY HISTORY STORAGE MEANS
222
NOTIFYING CONTENT MEMORY MEANS
241
SUPPLEMENTARY STAGE STORAGE MEANS
221
INPUT MEANS
301
DISPLAY MEANS
302
GAME MACHINE
303
COMMUNICATION INTERFACE
304